



ROBO-SOCCER

INTRODUCTION

ROBO SOCCER, with its majestic symmetry and fluidity, can ignite the imagination of those who appreciate it, and for the robotics enthusiast, there would be something distinctly enthralling in the design, creation and control of a robot.

ROBO SOCCER looks to bring out that excitement in its participants. The SOOCER is ready. Are you?

RULES & REGULATIONS

TEAMS WILL BE ASKED TO MAKE REMOTE CONTROL CARS. THE FRONT OF THE CARS WILL HAVE SCOOPS OR GRABBES OR SOMETHING WHICH CAN BE USED TO CATCH HOLD OF A SMALL BALL AND AT SAME TIME SHOOT WITH IT. THE PLAYING AREA WILL BE A SMALL CLOSED OF SPACE WITH 2 GOALS. 2 ROBOTS WILL PLAY AT A TIME.

Coordinators-

- Preeti Rai – 2012eec25@smvdu.ac.in
- Praveen Anand – 88803868734
- Rahul Sharma





ROBOTS:

1. TEAMS WILL BE ASKED TO MAKE REMOTE CONTROL CARS THE FRONT OF THE CARS WILL HAVE SCOOPS OR GRABBERS OR SOMETHING WHICH CAN BE USED TO CATCH HOLD OF A SMALL BALL AND AT SAME TIME SHOOT WITH IT.
2. ONE MINUTE TIME WILL BE GIVEN BEFORE THE START OF THE GAME FOR GRINDING UP.

GAME FIELD

1. THE COLISEUM IS COMPOSED OF A SQUARE SHAPE AREA (500x500) cm.
2. THE START UP LINE WILL BE AT A DISTANCE OF 250CM FROM THE END PORTION OF THE SQUARE.
3. A SOCCER BALL WILL BE PROVIDED FOR THE GAME.

GAME PLAY:

THE PLAYING AREA WILL HAVE 2 GOALS AND TWO MEMBERS CAN PLAY AT A TIME.

THE GAME SLOT PERIOD WILL BE OF 15 MIN EACH.

THE PLAYER WHO DOES THE MAXIMUM GOALS WITHIN THE GIVEN TIME WILL BE DECLARED THE WINNER.

GAME RULES:

1. WHEN THE GAME STARTS THE PLAYER IS NOT ALLOWED TO TOUCH IT.
2. THE CONTROL MECHANISM SHOULD BE ENTIRELY BASED ON THE REMOTE.

